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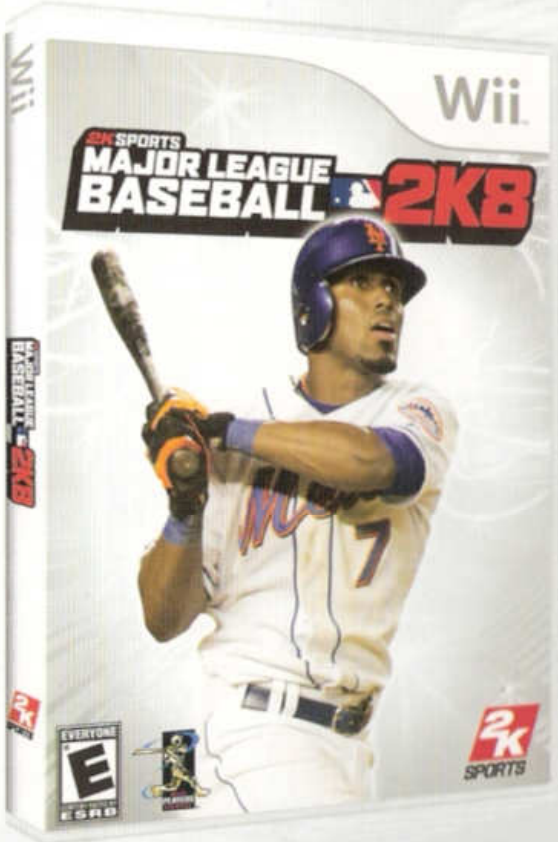

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Wii

2K SPORTS
TOPSPIN 3

EVERYONE
E
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2K SPORTS

INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition, should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions	Eye or muscle twitching	Altered vision
Loss of awareness	Involuntary movements	Disorientation

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendonitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness in some players. If you or your child feels dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

IMPORTANT LEGAL INFORMATION This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

REV-E

The Official Seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

DOLBY PRO LOGIC II

Manufactured under license from Dolby Laboratories. Dolby, Pro Logic, and the double-D symbol are trademarks of Dolby Laboratories.

This game is presented in Dolby Pro Logic II. To play games that carry the Dolby Pro Logic II logo in surround sound, you will need a Dolby Pro Logic II, Dolby Pro Logic or Dolby Pro Logic IIx receiver. These receivers are sold separately.

EVERYONE E CONTENT RATED BY ESRB

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SYSTEM MENU UPDATE

Please note that when first loading the Game Disc into the Wii console, the Wii will check if you have the latest system menu, and if necessary a Wii system update screen will appear. Press OK to proceed.

⚠ CAUTION: WRIST STRAP USE

Please use the wrist strap to help prevent injury to other people or damage to surrounding objects or the Wii Remote in case you accidentally let go of the Wii Remote during game play.

Also remember the following:

- Make sure all players put on the wrist strap properly when it is their turn.
- Do not let go of the Wii Remote during game play.
- Dry your hands if they become moist.
- Allow adequate room around you during game play and make sure that all areas you might move *into are clear of other people and objects.*
- Stay at least three feet from the television.
- Use the Wii Remote Jacket.

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GETTING STARTED

Synchronising your Wii Remote™ with the Wii™ console

Synchronising the Wii Remote is necessary to use it with the Wii console. The Wii Remote included with your Wii console has already been synchronised with the console. The **Standard Mode** procedure is used when adding additional Wii Remotes to your system or if you want to re-synchronise your original Wii Remote. This procedure allows the Wii Remote to communicate with the console.

Standard Mode – Once synchronised, the Wii Remote will stay synched to the console unless you overwrite this setting by synching the Wii Remote to a different console.

One Time Mode – This mode allows you to temporarily use your Wii Remote on a console other than your own or to use a friend's Wii Remote on your console. **It does not delete the Standard Mode setting stored in the Wii Remote.** In this mode, the Wii Remote will only communicate with the console while the power is on. When the power is turned off, the Wii Remote will lose its synch with the console.

- A Wii console can have up to 16 Wii Remotes synched to it – 10 in **Standard Mode** and 6 in **One Time Mode.**
- Only a Wii Remote in **Standard Mode** can turn the console power on or off.

One Time Mode Synchronisation

NOTE: This mode temporarily removes **Standard Mode** synchronisation setup for all Wii Remotes until the power of the Wii console is turned off. When the power is turned back on again, the **Standard Mode** settings will return.

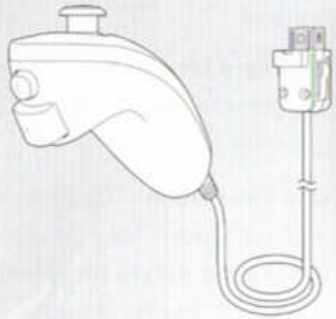
1. Press the HOME Button on a Wii Remote that is synchronised with the console.
2. Select the Wii REMOTE SETTINGS option from the **Home Menu Screen**, then select the RECONNECT option.
3. Press the 1 and 2 Buttons simultaneously on the Wii Remote that you want

to synchronise with the console. **The order in which you synchronise Wii Remotes will set the player order for multiplayer games.**

4. The Player LED will blink during the synching process. Hold the buttons down until the blinking stops which indicates that the connection is complete.

For more information please refer to the Wii Operations Manual – System Setup.

Nunchuk™ Neutral Position Reset



NOTE: If the Control Stick is moved out of neutral position when the power is turned on, or when connecting to the Wii Remote™, that position will be set as neutral position, causing incorrect game control during gameplay. To reset the Control Stick, allow it to return to the normal neutral position, then simultaneously hold down the A, B, Plus (+) and Minus (–) Buttons on the Wii Remote for three seconds.

To prevent this from occurring, do not move the Control Stick when:

- Turning on the Wii™ console
- Plugging the Nunchuk into the Wii Remote
- Starting Channels from the **Wii Menu**
- Returning to the **Wii Menu** from games or Channels.

60Hz (480i) Mode

Many people don't know what the difference between 50Hz and 60Hz is, but since most modern TV models support 60Hz it's definitely worth finding out if your TV is compatible. In basic terms, Hz (Hertz) is related to the number of frames per second (fps) appearing on your screen.

50Hz produces 25 fps and 60Hz produces close to 30 fps, which may not sound like a big difference, but the increase in quality from 25 to around 30 fps is quite noticeable on-screen. With 60Hz you get a smoother game screen with less flicker and the game running at optimal speed, all of which produces a great gaming experience.

The default setting of the Wii™ console is 50Hz (576i) Mode. To change this, activate 60Hz (480i) Mode by selecting this TV TYPE in the Wii Settings. However, certain (mainly older) TV sets are unable to display games in 60Hz (480i) Mode, and therefore a small number of players could experience difficulties using this display mode on their TVs. To find out if your TV set features 60Hz (480i) Mode, consult your TV instruction manual or contact the manufacturer.

If, after changing the setting to 60Hz (480i) Mode, the screen appears blank or distorted, it will likely be the case that your TV does not support 60Hz (480i) Mode. To revert to the default setting, press RESET on the Wii console while holding the down direction on the + Control Pad, and the Wii system will restart in 50Hz (576i) Mode. For additional information on how to set the TV TYPE, please refer to the Wii Operations Manual – Channels & Settings.

Also, when you connect the Wii RGB cable (RVL-013) (sold separately) to a TV which has an RGB terminal and PAL60 compatibility, or you connect the Wii Component AV cable (RVL-011) (sold separately) to a TV which has component video inputs, you can enjoy an intensely sharp picture on-screen.

EDTV / HDTV (480p) Mode – Progressive Scan

EDTV / HDTV (480p) is a progressive display mode that allows players to view and enjoy their game in the best possible quality. This means an intensely sharp picture, the game running at optimal speed with minimised flicker, all of which produces a great gaming experience.

However, it may be the case that this mode cannot be displayed, depending on the combination of TV and cable that you use. To find out if your TV supports the Progressive Scan display needed for the EDTV / HDTV (480p) Mode, consult your TV instruction manual or contact the respective manufacturer for details. Please make sure to use the Wii Component AV cable (RVL-011) (sold separately) and to enable Progressive Scan on your display device when selecting this mode.

The default setting of the Wii™ is 50Hz (576i) Mode. To activate EDTV / HDTV (480p) Mode, please select this TV TYPE in the Wii Settings. For additional information on how to set the TV TYPE, please refer to the Wii Operations Manual – Channels & Settings.

STARTING THE GAME

- Insert the Top Spin 3 disc into the disc slot. If the power is off, this will turn your Wii console on. From the Warning – Health and Safety screen press the **A Button** to continue.
- Select Top Spin 3.
- Point the Wii Remote at the Disc Channel on the Wii menu and press the **A Button**.
- On the Channel Preview screen, Point at Start and press the **A Button**.

HOLDING THE Wii REMOTE™

When playing Top Spin 3, hold the Wii Remote on its side in your right hand, with your thumb along the top edge and your index finger on the **B Button**.

MENU NAVIGATION

To choose from the various game modes on the Main Menu, point the cursor at a menu item and press the **B Button** to select it. Your cursor looks like this.

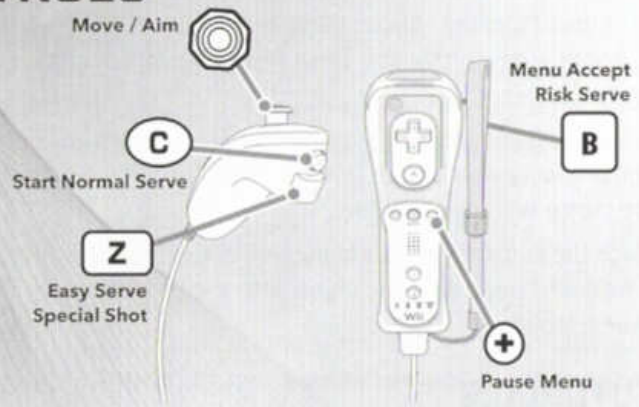
Once in a game mode, you can select players, venues, etc, by dragging and dropping your choice into the Drop Zone. If you can grab something, the cursor will open like this.

Place the cursor over your chosen object, press the **B Button** and keep it held while you drag the object into the Drop Zone. Release to confirm your selection.

TUTORIALS

The in-game tutorials are the easiest way of getting to grips with the gameplay and controls of Top Spin 3. There are 10 tutorials in all – each deals with a different aspect of playing the game.

CONTROLS



PRO TIP
The faster your swing, the more powerful your shot will be.

PRO TIP
The earlier you start aiming your shot, and the longer you hold the **Control Stick**, the more extreme the angle. Don't hold the **Control Stick** for too long, or your shot may go out of bounds!

General

For full immersion in the game, play standing up.

Moving and Aiming

Use the Control Stick to move your character into position before you begin your swing. As soon as you start your backswing, you can use the Control Stick to aim your shot by holding it in the desired direction

Top Spin Shot

PRO TIP
Top Spin shots move faster and bounce higher than regular shots, making them harder for your opponent to return. Use them when you want to go on the attack.

- Keep the Wii Remote pointing toward your TV.
- As the ball passes the net, begin your backswing by swinging the Wii Remote backward and pointing it toward the floor
- The Wii Remote will rumble when your shot is ready
- Hit the ball by swinging the Wii Remote forward and up.
- After your swing, point the Wii Remote back toward the TV and prepare for the next ball

Slice Shot

PRO TIP
Slice Shots move slower and bounce lower than regular shots, allowing you to control the pace of the game and buying you time to move back into position. Remember, Slice Shots are the safest shots you can perform when playing a difficult ball.

- Keep the Wii Remote pointing toward the TV.
- As the ball passes the net, begin your backswing by swinging the Wii Remote back and pointing it toward the ceiling.
- The Wii Remote will rumble when your shot is ready.
- Hit the ball by swinging the Wii Remote forward and down.
- After your swing, point the Wii Remote back toward the TV and prepare for the next ball.

Easy Serve

- Press the Z Button and just aim, your player will serve automatically. However, keep in mind that this safe serve is less effective.

Normal Serve

PRO TIP
You can apply side spin to your serve by hitting the ball with the Wii Remote's edge. For a flat serve, hit the ball with the Wii Remote's face.

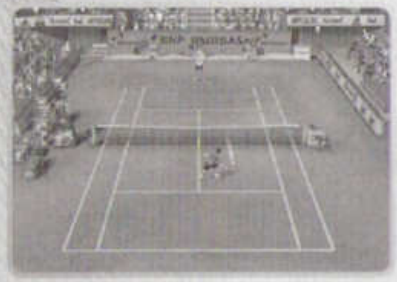
- Press and hold the C Button to grab the ball.
- Move the Wii Remote up to toss the ball into the air.
- While the ball is in the air, use the Control Stick to aim by pressing it in the direction you want to serve.
- Serve by quickly swinging the Wii Remote down.

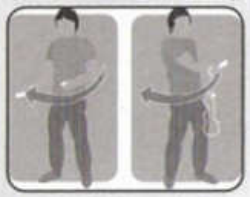
Risk Serve

To perform a Risk Serve, keep the **B Button** pressed when you serve.

PRO TIP
Try to do some real tennis movements! Swing the Wii Remote at the same time as your player swings the racquet. If your player's swing and your swing with the Wii Remote are well synchronized, your shot will be more powerful.

Volley





When playing at the net, you can perform volleys. When the ball is on your player's left, move the Wii Remote left to hit it. When the ball is on your player's right, move the Wii Remote to the right to hit it.

Note: When your character is at the top of the screen, you will have to move the Wii Remote to the left if the ball is to the right of your player.

SPECIAL SHOTS

PRO TIP
To land your Drop Shot closer to the net, stroke slowly with the Wii Remote.

Drop Shot

To perform a Drop Shot from the baseline, keep the **Z Button** pressed and perform a Slice Shot. To perform a Drop Shot at the net, keep the **Z Button** pressed and move the Wii Remote left or right to hit the ball.

Lob Shot

To perform a Lob Shot, keep the **Z Button** pressed and perform a Top Spin shot.

INTERACTIVE CUT SCENES

When the message 'Press B Button and React!' appears, press the **B Button** then move the Wii Remote and Nunchuk to express yourself. Experiment with various moves to find ways of celebrating or venting your frustration out on the court!

GAME MODES

Top Spin 3 offers the most realistic tennis experience for Wii. Whether you want to challenge the world as a professional, or just battle it out in quick and fun party games with your friends, Top Spin 3 has the mode to suit your mood.

EXHIBITION

- Exhibition mode is the quickest way to start playing.
- Choose Singles or Doubles Match.
- Choose your position on court by grabbing the Wii Remote icon and dropping it into one of the orange Drop Zones. To start the match on the near side of the court, drop your icon into the left Zone. To start on the far side, drop your icon into the right Zone.
- On the Exhibition Match Screen, you can change Players, select Venue and customize Match Settings by pressing the **B Button** on the characters, court picture and Settings panel, respectively.

Player Selection – Use one of the two arrows to scroll through the players. Choose the player you want by dragging his or her icon to the left side of the screen. Use the Outfit panel to change your player's outfit. If you are playing against an AI player, you can use the Difficulty panel to choose between Easy,

PRO TIP
Remember, in Survival Mode, you cannot save your progress between matches. You must win 7 matches in a row!

Normal, Hard and Very Hard levels of opponent. Point at OK and press the **B Button** to confirm your choices.

Venue Selection – Scroll through venues with the two orange arrows. Grab your chosen venue with the **B Button** and drag it onto the selection Zone. Point at OK and press the **B Button** to confirm your choice.

Game Settings – Alter the rules and length of your match with the + and – panels. "Super Tie Break" means that the decisive set of the match will be played like a normal tie-break, except that the players will have to win ten points instead of seven to win the match.

Start the match by pointing at the Play Match panel and pressing the **B Button.**

ROAD TO GLORY

Win a series of global challenges to become the world's best Top Spin 3 player. Before you start, pick a save slot so you can save your progress between games.

From the Select Event Screen you can choose your next event and see events still locked. Successfully complete events to unlock new ones.

How to save:

You can save your progression after each event and each match on the Intouch Menu Screen.

- Press the **B Button** on the Intouch Menu arrow at the top of the screen,
- Point at the Save icon and press the **B Button.**
- If you see the message "No Save file exists, would you like to create a new one?" point at Yes and press the **B Button.**
- If you see the message "The file exists. Do you want to overwrite it?" point at Yes and press the **B Button** if you have progressed in your game.

Events

Speedy Event – one of your first challenges, at Kobe. Play a quick, 3-round tournament.

Classical – in Mexico, try to win your first classical tournament.

Final Square – a 4 player tournament where every player must play against the other 3. Earn 2 points for a victory, 1 for a loss. The player with the highest score at the end of all the matches wins!

2x4 – 2 groups of 4 players. As in Final Square, all players in the 2 groups play against each other, and then the top 2 players in each group enter semi-finals and a final to decide the top player. Can you make it all the way?

Male Vs Female – be best male or female player to earn a chance to enter the final against the best player of the other gender.

Survival – win 7 matches in a row.

Grand Slams – conquer each of the 4 famous tournaments.

The Great League – the final, most difficult challenge. A giant, 16 player tournament where everyone takes on everyone else! 2 points for a victory, 1 for a loss. Have you got what it takes?

PARTY GAMES

The Keys - Single

1-2 players

The winner of this party game is the player who earns the most 'Keys'. Keys are awarded for the following achievements:

KEY No 1: The Winning Spirit – awarded to the winner of the match.

KEY No 2: The Baseline Attacker – awarded for most points scored at the baseline.

KEY No 3: The Volley Master – awarded for most points scored at the net.

KEY No 4: The Sniper – awarded for the most shots within 40cm of the court lines.

KEY No 5: The Wise Man – awarded for the least number of unforced errors.

KEY No 6: The Rhythm Controller – awarded to the player who covers the smallest distance during the game.

KEY No 7: The Metronome – awarded for the highest percentage of swings with good timing.

KEY No 8: The Calories Burner – awarded to the player who burns the most calories during the game.

PRO TIP
To burn calories, make some fast moves!

KEY No 9: The Painkiller – awarded to the player with the most severe tennis elbow.

The Keys - Double

1-4 players

The team who earns the most 'Keys' is the winner. Keys are awarded for the following achievements:

KEY No 1: The Winning Spirit – awarded to the winners of the match.

KEY No 2: The Baseline Attackers – awarded to the team with most points scored at the baseline.

KEY No 3: The Volley Masters – awarded to the team with the most points scored at the net.

KEY No 4: The Snipers – awarded to the team with the most shots within 40cm of the court lines.

KEY No 5: The Wise Men – awarded to the team the least number of unforced errors.

KEY No 6: The Rhythm Controllers – awarded to the team who cover the smallest distance during the game.

KEY No 7: The Metronomes – awarded to the team the highest percentage of swings with good timing.

PRO TIP

Wide moves are the main cause of tennis elbow!

KEY No 8: The Calories Burners – awarded to the team who burns the most calories during the game.

KEY No 9: The Painkillers – awarded to the team with the most severe tennis elbow.

KEY No 10: The Perfect Union – awarded to the team with the most equal share of shots.

KEY No 11: The Most Valuable Player – awarded to the team with the Most Valuable Player. The MVP is the player who has scored the most winners.

KEY No 12: The Burden – awarded to the team without the Burden. The Burden is the player who has scored the fewest winners.

The Invincible Man

1-4 players

Play mini-matches against the other players. Winner stays on. Win the greatest number of mini-matches to be crowned The Invincible Man!

You can choose your rules:

- 3, 5 or 10 matches to win
- Best out of 10, 20 or 40 matches

PAUSE MENU (In-Game)

Press the **+ Button** to display the Pause Menu.

Resume Match: save your settings and continue playing.

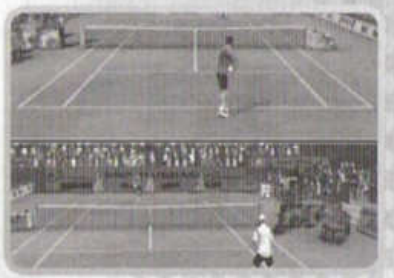
Game Parameters:

- **Tips** – toggle tips display on/off.
- **Speed Units** – kmh or mph.

Audio – set volume for sound FX and crowd.

Camera – change camera angle for different views of the court; Far, Zoom, or Split Screen.

Quit to Menu: quit your match.



INTOUCH MENU

Point at the white arrow at the top of the screen and press the **B Button** to access the InTouch Menu. Click on the Main Menu panel to return to the Main Menu. Click on the Options panel to open the Options Menu.

Options Menu

Audio: set volume for music, sound FX and crowd.

Game Parameters:

- **Tips** – toggle tips display on/off.
- **Speed Units** – kmh or mph.

Credits: view game credits.

PRO PLAYERS

Men

Roger Federer

KEY ATTRIBUTE Baseline Sharpshooter

BASELINE ■■■■■
VOLLEY ■■■■
SERVE ■■■■

Winner of 12 Grand Slam Singles titles, dazzlingly versatile Swiss-born Federer remains one of the best players professional tennis has ever seen.

Tommy Haas

KEY ATTRIBUTE Baseline Hitter

BASELINE ■■■■■
VOLLEY ■■
SERVE ■■■■

Incredibly, Haas started playing with a wooden plank and tennis ball when he was just two years old and has been winning tournaments since age five! Naturally gifted, Haas has beaten some of the most well-known modern tennis legends.

Gaël Monfils

KEY ATTRIBUTE Fast Runner

BASELINE ■■■■
VOLLEY ■■
SERVE ■■■

Nicknamed 'La Monf', the 6'4" Parisian Monfils is a surefire crowd-pleaser with plenty of pace and staying power.

David Nalbandian

KEY ATTRIBUTE Backhand Master

BASELINE ■■■■
VOLLEY ■■■
SERVE ■■■■

Nalbandian plays aggressive baseline tennis and his accuracy opens up opportunities on court. This Masters Cup winner also stunned supporters and critics by fighting to the Wimbledon final in his first pro tournament on grass!

Andy Roddick

KEY ATTRIBUTE Power Server

BASELINE ■■■■■
VOLLEY ■■
SERVE ■■■■■

3 times Grand Slam Singles finalist and 1 time winner, 6'2" Omaha-born Roddick strikes fear into his opponents with his mighty forehand and serve.

Andrew Murray

KEY ATTRIBUTE Slice Expert

BASELINE ■■■■
VOLLEY ■■■
SERVE ■■■

A rising presence on the international circuit, British Number One Murray employs his precision and pace to great effect at the net.

James Blake

KEY ATTRIBUTE Baseline Hitter

BASELINE
VOLLEY
SERVE

Blake's story is an inspiring one, battling curvature of the spine, a broken neck and family tragedy he managed to persevere and climbed up to 49th place in the rankings. His speed and powerful forehand also led him to a Masters final against Roger Federer in 2006.

Mario Ančić

KEY ATTRIBUTE Volley Master

BASELINE
VOLLEY
SERVE

This Croatian pro is a master of adapting to his playing surface, equally capable of hefty aces and fast, precise volleys.

Tomáš Berdych

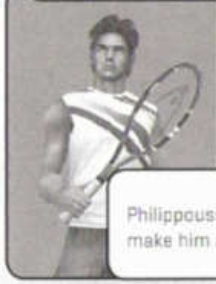
KEY ATTRIBUTE Forehand Master

BASELINE
VOLLEY
SERVE

At the age of 5 Berdych was on court and learning fast! He grew to be a top junior player and has not looked back, consistently improving every year. Having a number of impressive Grand Slam appearances make Berdych one to watch!

Mark Philippoussis

KEY ATTRIBUTE Serve Sniper



BASELINE
VOLLEY
SERVE

Philippoussis' powerful serve and robust baseline game make him a force to be reckoned with on the court.

Women

Maria Sharapova

KEY ATTRIBUTE Forehand Master

BASELINE
VOLLEY
SERVE

Winner of 3 Grand Slam Singles titles, including Wimbledon at 17, Russian Sharapova dominates the baseline with the strength and precision of her forehand, backhand, and serves.

Svetlána Kuznetsóva

KEY ATTRIBUTE Lift Expert

BASELINE
VOLLEY
SERVE

Kuznetsova began playing at age 7 and trains at Sanchez-Casal Academy in Barcelona. A US Open Finalist and Number 2 world ranking make her a compelling player to watch on court. Success is also something that runs in the family with Svetlana's mother, Galina Tsareva being a six-time world champion and holder of 20 world records!

Justine Henin

KEY ATTRIBUTE Fast Runner

BASELINE
VOLLEY
SERVE

Winner of 7 Grand Slam Singles titles, Henin is a formidable all-rounder, able to perform to a high standard right across the court, and on any surface.

Nicole Vaidišová

KEY ATTRIBUTE Power Server

BASELINE
VOLLEY
SERVE

The young Czech Republic-born Vaidisova packs a powerful punch, while demonstrating considerable flexibility.

Caroline Wozniacki

KEY ATTRIBUTE Backhand Master

BASELINE
VOLLEY
SERVE

After winning the Junior Championships at Wimbledon in 2006, rising star Wozniacki quickly became known for her impressive combination of pace and strength.

LICENSED VENUES

US OPEN

SONY ERICSSON OPEN

AUSTRALIAN OPEN

PACIFIC LIFE OPEN

ROLAND GARROS

CREDITS

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Associate Producer
Li Dong Li

Lead Programmers
Xie Tai Yi
Yuan Ding

Programmers
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Dou Yang Yang
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Wu Qi
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Chief Lead Artist
Xu Xiao Qiang

Chief Lead Animator
Xu Jie

Technical Director
Sun Ting

Production Director
Liu Jing

General Manager
Julien Bares

Special Thanks
James Fang
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